35. (Currently amended) The system of claim ~~34~~31, wherein the compression process further cause the graphics controller to select the pixel value if the number of occurrences satisfies a threshold.

36. (Original) The system of claim 35, wherein the threshold is a percentage of a total number of occurrences of pixel values in the idle graphics frame.

37. (Cancelled)

38. (Currently amended) The system of claim ~~32~~31, wherein the compression process further causes the graphics controller to encode a compressed idle graphics frame to identify the code within the compressed idle graphic frame.

39. (Original) The system of claim 31, wherein the compression process further causes the graphics controller to uncompress a compressed idle graphics frame retrieved from graphics memory.

40. (Currently amended) The system of claim 39, wherein ~~the pixel value is represented by a code in the compressed idle graphics frame and~~ the graphics controller replaces the code with the pixel value when uncompressing the compressed idle graphics frame.

41. (Original) The system of claim 40, wherein the compressed idle graphics frame is encoded to identify the code within the compressed idle graphics frame and the graphics controller decodes the compressed idle graphics frame when uncompressing the compressed idle graphics frame.

42. (Original) The system of claim 31, wherein the compression process further causes the graphics process to compress a non-idle graphics frame upon receiving an override indicator.

43. (Original) The system of claim 31, wherein the system further comprises a processor coupled to the graphics controller through a system bus, the processor executing a display driver to send the idle graphics frame and the idle notification to the graphics controller.

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44. (Original) The system of claim 43, wherein the system further comprises a system memory coupled to the processor through the system bus, the system memory comprising the graphics memory.

45. (Original) The system of claim 43, wherein the system further comprises a display coupled to the graphics controller to display graphics frames stored in the graphics memory.

46. (New) A method comprising:

selecting a pixel value based on a number of occurrences of the pixel value in two idle graphics frames; and

representing the pixel value in an idle graphics frame with a code to compress the idle graphics frame.

47. (New) The method of claim 46, wherein the selecting comprises:

determining if the number of occurrences satisfies a threshold.

48. (New) The method of claim 47, wherein the threshold is a percentage of a total number of occurrences of pixel values in the idle graphics frame.

49. (New) The method of claim 46 further comprising:

encoding a compressed idle graphics frame to identify the code within the compressed idle graphic frame.

50. (New) The method of claim 46 further comprising:

uncompressing a compressed idle graphics frame.

51. (New) The method of claim 50, wherein the uncompressing comprises:

replacing the code with the pixel value.

52. (New) The method of claim 51, wherein the uncompressing further comprises:

decoding the compressed idle graphics frame when the compressed idle graphics frame is encoded to identify the code.

53. (New) The method of claim 46 further comprising:

representing a pixel value in a non-idle graphics frame with a code to compress the non-idle graphics frame.

54. (New) A machine-readable medium providing instructions, which when executed by a machine, cause the machine to perform operations comprising:

selecting a pixel value based on a number of occurrences of the pixel value in two idle graphics frames; and

representing the pixel value in an idle graphics frame with a code to create a compressed idle graphics frame.

55. (New) The machine-readable medium of claim 54, wherein the selecting comprises:

determining if the number of occurrences satisfies a threshold.

56. (New) The machine-readable medium of claim 55, wherein the threshold is a percentage of a total number of occurrences of pixel values in the idle graphics frame.

57. (New) The machine-readable medium of claim 54 further comprising:

encoding a compressed idle graphics frame to identify the code within the compressed idle graphic frame.

58. (New) The machine-readable medium of claim 54 further comprising:

uncompressing a compressed idle graphics frame.

59. (New) The machine-readable medium of claim 58, wherein the uncompressing comprises:

replacing the code with the pixel value.

60. (New) The machine-readable medium of claim 59, wherein the uncompressing further comprises:

decoding the compressed idle graphics frame when the compressed idle graphics frame is encoded to identify the code.

61. (New) The machine-readable medium of claim 54 further comprising:

representing a pixel value in a non-idle graphics frame with a code to compress the non-idle graphics frame.

62. (New) An apparatus comprising:

means for receiving graphics frames; and

means for creating an encoding lookup table, wherein the means for creating selects a pixel value based on a number of occurrences of the pixel value in two idle graphics frames and determines a code to replace the pixel value in a graphics frame.

63. (New) The apparatus of claim 62, wherein the means for selecting further determines if the number of occurrences satisfies a threshold.

64. (New) The apparatus of claim 63, wherein the threshold is a percentage of a total number of occurrences of pixel values in an idle graphics frame.

65. (New) The apparatus of claim 62, wherein the means for selecting further associates the pixel value and the code in the encoding lookup table.